

An aerial, isometric view of a dense city. A red and white train travels along a track that winds through the urban landscape. A helicopter is visible in the upper left. The city is filled with various buildings, including a large stadium and a construction site with cranes. The overall style is that of a classic city-building simulation game.

A6

SIMULATION GAME, RAILROAD MANAGEMENT, URBAN DEVELOPMENT

A TRAIN 6



midas

interactive entertainment

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

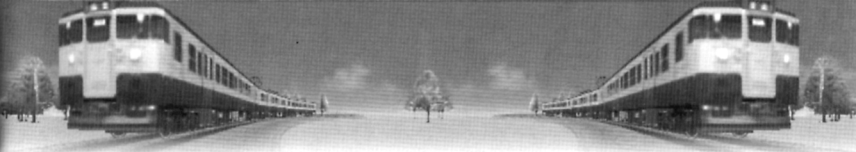
PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

SLES-51716

1 Player • Memory Card (8MB) (for PlayStation®2): 6000KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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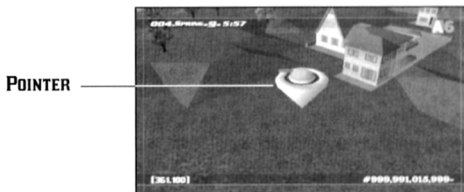
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BASIC CONTROLS

MAIN MENU

PRESSING THE  BUTTON OPENS THE MAIN MENU. USE THE UP AND DOWN DIRECTIONAL BUTTONS TO HIGHLIGHT A SELECTION.

THE POINTER



THE MAP IS DIVIDED INTO A GRID, CREATING A PATTERN OF SMALL SQUARES THAT IS CALLED THE "MESH." WHEN THE POINTER IS ON THE SCREEN, PRESSING THE DIRECTIONAL BUTTONS WILL MOVE IT ACROSS THE MESH IN THAT DIRECTION. EVEN IF THE MESH IS PLACED DIAGONALLY, AS IN FIG.2, THE POINTER WILL MOVE DIRECTLY IN THE PRESSED DIRECTION, THE SAME AS WHEN THE MESH IS STRAIGHT. THIS RULE ACCOUNTS NOT JUST FOR POINTER MOVEMENT, BUT ALSO FOR THE PLACEMENT OF STATIONS AND OTHER OBJECTS. IF YOU WISH TO MOVE FAR OR AT SPEED, PRESSING THE DIRECTIONAL BUTTONS MORE FORCEFULLY WILL INCREASE THE SPEED OF THE POINTER.

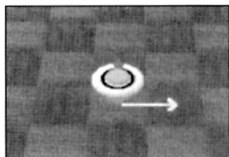


FIG.1 - WHEN THE MESH IS STRAIGHT
PRESSING THE RIGHT DIRECTIONAL BUTTON WILL MOVE THE POINTER IN THE DIRECTION OF THE ARROW.

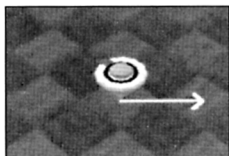


FIG.2 - WHEN THE MESH IS DIAGONAL
EVEN IF THE MESH IS DISPLAYED DIAGONALLY, PRESSING THE RIGHT DIRECTIONAL BUTTON WILL STILL MOVE THE POINTER IN THE DIRECTION OF THE ARROW.

SELECTING WITH THE POINTER

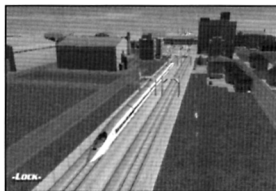
PRESSING THE **X** BUTTON WILL OPEN THE RELEVANT MENU FOR A TRAIN, LAND SQUARE OR OTHER OBJECT THAT THE POINTER IS CURRENTLY POINTING TO.



EXAMPLE - PLACING THE POINTER ONTO A TRACK AND PRESSING THE **X** BUTTON WILL OPEN THE TRACK MENU.

POINTER LOCK

PLACING THE POINTER ONTO THE TRAIN THAT YOU WISH TO OBSERVE AND PRESSING THE **△** BUTTON WILL MAKE THE POINTER DISAPPEAR, AND THEN THE SCREEN WILL REMAINED CENTRED ON THAT TRAIN. THIS IS THE POINTER LOCK. A COMBINATION OF THE POINTER LOCK AND MOVING THE VIEWPOINT (P.6) ALLOWS YOU TO VIEW A TRAIN FROM A VARIETY OF DIFFERENT ANGLES. MOREOVER, IF YOU SET A POINTER LOCK ONTO A MOVING TRAIN, THE VIEWPOINT WILL THEN KEEP MOVING ALONG WITH IT. TO REMOVE THE POINTER LOCK, PRESS THE **△** BUTTON AGAIN.



USING THE POINTER LOCK ALLOWS YOU TO VIEW A TRAIN FROM MANY DIFFERENT ANGLES.

SWITCHING SCREENS

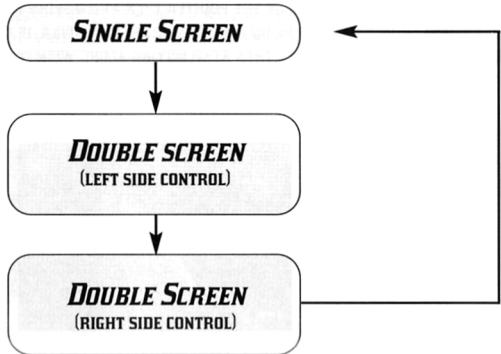
PRESSING THE  BUTTON WILL SWITCH FROM THE NORMAL, SINGLE SCREEN, TO A SPLIT DOUBLE SCREEN THAT ALLOWS YOU TO SEE THE SAME POINT FROM TWO DIFFERENT ANGLES.



VIEW THE SAME LOCATION FROM TWO DIFFERENT ANGLES.

AFTER SWITCHING TO THE DOUBLE SCREEN, THE POINTER WILL APPEAR ONLY ON THE LEFT SIDE OF THE SCREEN. THIS GIVES YOU CONTROL OF THE VIEWPOINT ON THE LEFT SIDE.

TO CONTROL THE RIGHT SIDE OF THE SCREEN OR CHANGE BACK TO THE SINGLE SCREEN VIEW, PRESSING THE  BUTTON WILL CYCLE THROUGH THE SCREENS IN THE FOLLOWING ORDER.



A black and white photograph of two trains on tracks, one on the left and one on the right, both facing towards the center. The tracks recede into the distance under a cloudy sky.

VIEWPOINT CONTROL

DURING THE GAME, IT IS POSSIBLE TO LOOK AT THE BUILDINGS AND TRAINS FROM VARIOUS DIFFERENT VIEWPOINTS. YOU CAN ALTER THE VIEWPOINT AT ANY TIME, THROUGH USE OF THE LEFT AND RIGHT ANALOG STICKS.

CHANGING THE VIEWPOINT

THE VIEWPOINT MOVES CENTRED AROUND AN OBJECT OR THE POINTER. IT IS ALSO POSSIBLE TO VIEW THINGS CLOSE-UP OR FROM A DISTANCE, AND TO CONTROL THE OPACITY OF THE SURROUNDING SCENERY.

MOVING VIEWPOINT

PUSHING THE LEFT ANALOG STICK WILL MOVE THE VIEWPOINT AROUND THE CURRENTLY SELECTED OBJECT OR THE POINTER. PUSHING THE LEFT ANALOG STICK LEFT OR RIGHT WILL CIRCLE AROUND THE OBJECT. PUSHING THE LEFT ANALOG STICK UP OR DOWN WILL MOVE THE VIEWPOINT UP OR DOWN IN RELATION TO THE OBJECT.

ALTERING VIEWING DISTANCE

PUSHING THE RIGHT ANALOG STICK UP OR DOWN WILL ALTER THE DISTANCE AT WHICH YOU VIEW THE CURRENTLY SELECTED OBJECT OR POINTER. PUSHING UP WILL DRAW YOU IN CLOSER, AND PULLING DOWN WILL PULL YOU AWAY.

OPACITY BETWEEN CAMERA AND OBJECT

SOMETIMES, MAYBE IN AN ESPECIALLY BUILT UP AREA, BUILDINGS OR OTHER OBSTACLES CAN GET IN THE WAY OF YOUR DESIRED VIEW. IN THIS SITUATION, PUSHING THE RIGHT ANALOG STICK LEFT AND RIGHT WILL ALTER THE FIELD OF OPACITY BETWEEN YOU AND THE OBJECT, MAKING BUILDINGS SEMI-TRANSPARENT AND ALLOWING YOU TO SEE THE OBJECT CLEARLY. PUSHING LEFT WILL INCREASE THE SIZE OF THE SEMI-TRANSPARENT AREA, WHILST PUSHING RIGHT WILL DECREASE IT.

RETURN VIEWPOINT

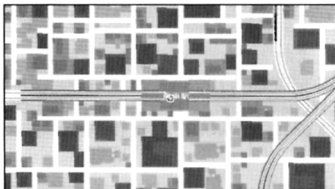
IF YOU FIND THAT YOU HAVE MOVED THE VIEWPOINT TOO MUCH AND HAVE STARTED TO LOSE TRACK OF EXACTLY WHAT YOU ARE LOOKING AT, PRESSING THE **L3 BUTTON WILL RETURN IT TO THE ORIGINAL POSITION.**

SWITCH VIEWPOINT

PRESSING THE **R3 BUTTON WILL SWITCH BETWEEN A VIEWPOINT LOOKING DOWN ONTO THE POINTER, AND A VIEWPOINT AS SEEN FROM THE POINTER ITSELF.**

CLASSIFICATION MAP

BY TAKING A VIEWPOINT LOOKING DIRECTLY DOWNWARDS, AND THEN INCREASING THE DISTANCE AWAY FROM THE GROUND, THE MAP WILL TURN INTO COLOURED BLOCKS THAT REPRESENT EACH LAND TYPE. THIS IS THE CLASSIFICATION MAP. IT IS STILL POSSIBLE TO LAY TRACK AND CARRY OUT OTHER COMMANDS WHILST THE CLASSIFICATION MAP IS DISPLAYED.



STARTING THE GAME

THE AIM OF THE GAME

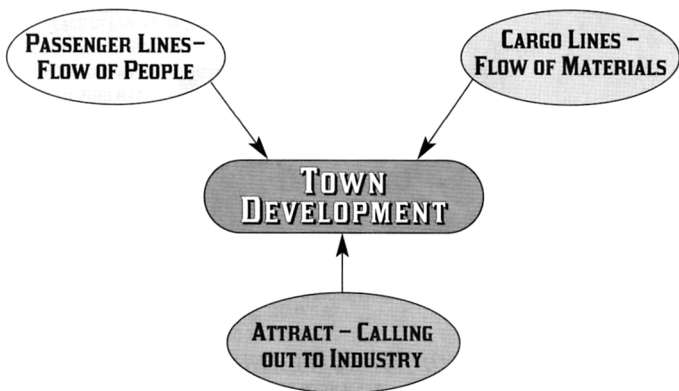
IN **A TRAIN 6** YOU TAKE ON THE COMMAND OF A RAILWAY COMPANY, AND AIM TO AID THE DEVELOPMENT OF A GIVEN AREA THROUGH THE LAYING OF A COMPREHENSIVE RAILWAY NETWORK. HOWEVER, YOU ARE ULTIMATELY FREE TO DEVELOP THIS AREA AS YOU SEE FIT. WHETHER YOU END UP WITH A SPRAWLING INDUSTRIAL MASS THAT REACHES AS FAR AS THE EYE CAN SEE, OR A COMMERCIAL PARADISE LINED WITH EVERY FACILITY THE CONSUMER COULD DESIRE, DEPENDS ENTIRELY UPON THE RAIL NETWORK THAT YOU PUT IN PLACE.

THE FLOW OF THE GAME

SELECT **NEW GAME**, AND THEN THE MAP THAT YOU WISH TO PLAY. TO START WITH, THERE IS ONLY ONE MAP AVAILABLE, BUT AS YOU CLEAR THEM MORE WILL BECOME AVAILABLE.

NEXT, GIVE YOUR TOWN A NAME. THIS NAME WILL BE USED AS A FILE NAME WHEN YOU SAVE THE GAME TO A MEMORY CARD (8MB) (FOR PLAYSTATION®2). AFTER INPUTTING THE TOWN'S NAME, THE STAGE TARGET WILL BE DISPLAYED AND THE GAME WILL THEN BEGIN.

ONCE THE GAME BEGINS, YOU MUST START TO DEVELOP THE AREA. THIS IS DONE IN THREE WAYS - LAYING TRACK FOR TRANSPORTATION OF CARGO, TO BRING MATERIALS INTO THE REGION, LAYING TRACK FOR TRANSPORTATION OF PASSENGERS, BRINGING PEOPLE INTO THE REGION, AND BY TRYING TO ATTRACT INDUSTRY. DEPENDING UPON THE DEVELOPMENT OF YOUR RAILWAY SYSTEM, THE TOWN WILL GROW AND DEVELOP IN A MULTITUDE OF DIFFERENT WAYS. THUS, YOU CAN USE YOUR OWN PERSONAL METHOD TO CREATE YOUR OWN, PERSONALISED TOWN.



MAP CLEAR

ONCE THE DEVELOPMENT OF THAT MAP REACHES A CERTAIN LEVEL, YOU WILL CLEAR IT AND BE ABLE TO MOVE TO THE NEXT MAP. HOWEVER, EVEN ONCE YOU HAVE COMPLETED THE SET CONDITIONS, YOU CAN CONTINUE TO PLAY ON THAT MAP, IF YOU WISH.

ENDING

YOU WILL BE REWARDED WITH AN ENDING FOR CLEARING ALL THE MAPS.

GAME OVER

IT IS GAME OVER IF YOU USE UP ALL YOUR MONEY. KEEP A CAREFUL WATCH ON HOW MUCH YOU HAVE REMAINING AT ALL TIMES.

MATERIALS

IN ORDER TO CONSTRUCT LARGE SCALE BUILDINGS, AND THUS GREATLY INCREASE THE DEVELOPMENT OF YOUR TOWN, A CONSTANT SUPPLY OF MATERIALS IS VITAL. THESE MATERIALS ARE PRODUCED AT THE FACTORIES ON YOUR MAP, AND THEN STOCKED AT A CARGO STATION TERMINAL. CONSTRUCTION AND THE LIKE CAN ONLY USE MATERIALS THAT ARE LOCATED CLOSE BY, WHICH MEANS THAT IN ORDER TO DEVELOP YOUR TOWN YOU WILL NEED TO BRING THE MATERIALS AS CLOSE TO YOUR TOWN AS POSSIBLE.

* SETTING UP A STATION, LAYING TRACKS AND THE CONSTRUCTION OF SMALL BUILDINGS DO NOT REQUIRE MATERIALS.



BUILDINGS ARE CONSTRUCTED USING MATERIALS.

PASSENGER TRAINS AND CARGO TRAINS

TRAINS ARE DIVIDED INTO TWO MAIN GROUPS – PASSENGER TRAINS, FOR THE TRANSPORTATION OF PEOPLE, AND CARGO TRAINS, FOR THE TRANSPORT OF MATERIALS. THERE ARE ALSO TWO TYPES OF STATION – PASSENGER STATIONS AND CARGO STATIONS. CARGO TRAINS CANNOT STOP AT PASSENGER STATIONS, AND PASSENGER TRAINS CANNOT STOP AT CARGO STATIONS, SO TAKE DUE CARE WHEN LAYING THE RESPECTIVE TRACKS. IF POSSIBLE, IT IS RECOMMENDED TO HAVE EXCLUSIVE TRACKS SET ASIDE FOR EACH.



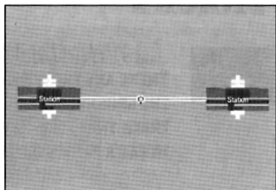
CARGO TRAINS CANNOT STOP AT PASSENGER STATIONS. BE CAREFUL.

LET'S MAKE A TOWN!

NOW, LET US EXAMINE HOW TO USE YOUR RAILWAY TO DEVELOP YOUR TOWN, WHILST ALSO INTRODUCING THE GAME CONTROLS. THE FOLLOWING EXPLANATION IS SPLIT INTO THREE SECTIONS.

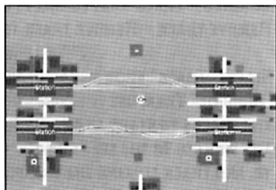
BEGINNER - P.11

FIRST, YOU MUST LAY TRACK IN THE AREA YOU WISH TO DEVELOP, PLACE STATIONS AND GET TRAINS RUNNING. USING THE EXAMPLE OF LAYING PASSENGER TRACKS, YOU WILL LEARN THE BASICS OF TRACK LAYING AND SETTING UP STATIONS, AS WELL AS HOW TO PURCHASE AND THEN PLACE YOUR TRAINS - THE FIRST STEPS TO COMPLETE RAILWAY MANAGEMENT.



INTERMEDIATE - P.19

NOW YOU WILL SEE HOW TO LAY CARGO TRACKS TO COMPLEMENT YOUR PASSENGER TRACKS. HERE YOU WILL LEARN HOW TO COPE WITH RUNNING MORE TRAINS AT ONCE, THE USE OF POINTS AND ELEVATED TRACKS, AND THE ORGANISATION OF STATIONS AND TRAINS THAT YOU HAVE ALREADY PLACED.



ADVANCED - P.27

NOW THAT THE BASIC FRAMEWORK IS ALL IN PLACE, THIS SECTION DESCRIBES HOW TO ATTRACT INDUSTRY AND INCREASE YOUR DEVELOPMENT MORE RAPIDLY. IT WILL ALSO USE ACTUAL EXAMPLES TO EXPLAIN HOW TO USE A INCREASE THE SPEED OF DEVELOPMENT.



BEGINNER

IN THIS BEGINNER SECTION, WE SHALL LAY A SIMPLE PASSENGER TRACK, AND EXPLAIN THE BASIC GAME CONTROLS.

TRACKS



LAYING TRACKS

THERE ARE THREE BASIC TYPES OF TRACK. GROUND, TRACK THAT IS LAID IN CONTACT WITH THE GROUND. ELEVATED, TRACK THAT IS RAISED FROM THE GROUND. AND INCLINED, THE TRACK THAT JOINS THESE TWO TYPES TOGETHER. FIRST, WE SHALL USE SOME GROUND TRACK TO LAY A PASSENGER LINE.

THE TRACK MENU HAS THE FOLLOWING SELECTIONS.

GROUND - LAY TRACK ON THE GROUND.

ELEVATED - LAY ELEVATED TRACK. THIS CAN CROSS OR RUN ABOVE GROUND TRACKS.

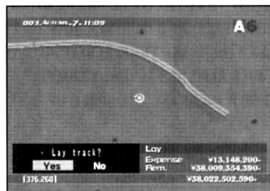
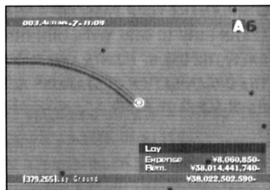
INCLINED - TRACK THAT CONNECTS GROUND AND ELEVATED TRACK.

REMOVE TRACK - REMOVE TRACK THAT HAS ALREADY BEEN LAID.

SELECT "TRACK" FROM THE MAIN MENU, AND THEN SELECT "GROUND." THEN, USE THE POINTER TO INDICATE WHERE YOU WISH THE TRACKS TO START AND PRESS THE  BUTTON. THEN MOVE THE POINTER TO THE LOCATION YOU WISH THE TRACKS TO RUN TO, AND TRACK LINKING THE TWO POINTS WILL BE DISPLAYED.

PRESSING THE  BUTTON AGAIN WILL TEMPORARILY LAY THAT TRACK. IF YOU WISH TO THEN LAY SOME MORE, REPEAT THIS PROCESS.

IF YOU ARE FINISHED AND HAPPY WITH THE TEMPORARILY LAID TRACKS, PRESS THE  BUTTON. YOU WILL BE ASKED IF YOU WISH TO END LAYING TRACK. IF YOU ANSWER "YES," THE TEMPORARILY LAID TRACKS WILL THEN BECOME PERMANENT TRACK.



LAYING CURVES

THE TEMPORARY TRACK WILL FOLLOW THE PATH MADE BY THE POINTER BETWEEN POINTS. SO, EVEN WHEN MOVING BETWEEN THE SAME TWO POINTS (A AND B), DEPENDING UPON THE PATH THE POINTER TAKES THE TRACK LAID WILL BE DIFFERENT, AS SEEN BELOW.

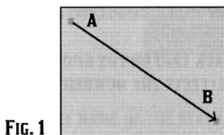


FIG. 1

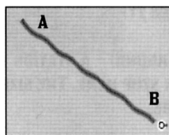


FIG. 2

MOVING THE POINTER BETWEEN POINT A AND POINT B AS IN FIG.1 WILL CREATE A STRAIGHT, DIAGONAL TRACK AS SEEN IN FIG.2.

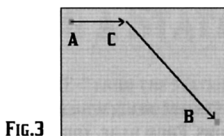


FIG.3

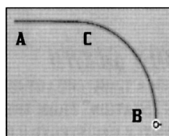


FIG.4

MOVING THE POINTER AS IN FIG.3 WILL LAY A TRACK THAT FOLLOWS THE POINTERS MOVEMENTS, HEADING FIRST DIRECTLY TO POINT C AND THEN CURVING AROUND TO POINT B (FIG 4).

REMOVING TRACK

THE REMOVE TRACK COMMAND ALLOWS YOU TO REMOVE TRACK THAT HAS ALREADY BEEN LAID.

SELECT THE REMOVE COMMAND AND THE POINTER WILL APPEAR. IN THE SAME WAY AS LAYING TRACK, PRESS THE  BUTTON AT THE POINT WHERE YOU WISH TO START REMOVING TRACK, MOVE THE POINTER TO THE END LOCATION AND PRESS THE  BUTTON AGAIN. WHEN YOU PRESS THE  BUTTON YOU WILL BE ASKED IF YOU WISH TO STOP REMOVING TRACK. SELECTING "YES" WILL PERMANENTLY REMOVE ALL THE TRACK THAT YOU HAVE REMOVED SO FAR.

* YOU CANNOT TAKE UP TRACK THAT IS IN A STATION.

STATIONS

TYPES OF STATION

NEXT, YOU WILL NEED TO PLACE A STATION AT THE TWO ENDS OF THE TRACK, TO ALLOW PASSENGERS TO BOARD AND DISEMBARK. STATIONS ARE DIVIDED INTO TWO MAIN GROUPS, PASSENGER STATIONS AND CARGO STATIONS, AND THERE ARE ALSO DIFFERING SIZES WITHIN THESE GROUPS. ALSO, PASSENGER STATIONS COME IN GROUND AND ELEVATED TYPES, FOR SERVING THE TWO KINDS OF TRACK RESPECTIVELY.

PASSENGER STATION (GROUND) – A STATION THAT SERVICES TRACK LAID ON THE GROUND. ONLY PASSENGER TRAINS CAN STOP HERE. THE SIZE OF THE STATION EFFECTS THE NUMBER OF TRAINS THAT ARE ABLE TO STOP THERE.

PASSENGER STATION (ELEVATED) – A STATION THAT SERVICES ELEVATED TRACK. ONLY PASSENGER TRAINS CAN STOP HERE. THE SIZE OF THE STATION EFFECTS THE NUMBER OF TRAINS THAT ARE ABLE TO STOP THERE.

CARGO STATION – A STATION THAT SERVICES TRACK LAID ON THE GROUND. ONLY CARGO TRAINS CAN STOP HERE. HAS A TERMINAL FOR STORING MATERIALS, AND THE AMOUNT THAT IT CAN HOLD IS DEPENDENT UPON THE STATION'S SIZE.



STATION MENU

SELECTING "STATION" FROM THE MENU OPENS THE STATION MENU, WHICH HAS DETAILS OF ALL CURRENTLY REGISTERED (CONSTRUCTED) STATIONS. FROM HERE, YOU CAN SET UP NEW STATIONS OR ORGANISE THOSE YOU ALREADY HAVE.

NONE

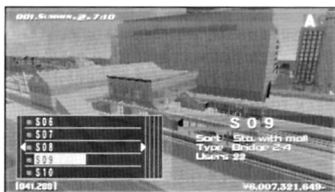
NO STATION

A SPACE FOR A NEW STATION. SELECTING A "-NONE-" SPACE AND PRESSING THE  BUTTON ALLOWS THE CREATION OF A NEW STATION.

PASSENGER STATION

A REGISTERED STATION

A STATION THAT HAS ALREADY BEEN CREATED. SELECTING A STATION LIKE THIS WILL DISPLAY IT ON THE SCREEN, ALONG WITH THE STATION DATA IN THE BOTTOM RIGHT HAND CORNER OF THE SCREEN. PRESSING THE  BUTTON WILL TAKE YOU TO STATION ORGANISATION, (P.22).



STATION DATA

STATION NAME – THE NAME OF THE STATION.

Sort – EITHER A PASSENGER OR CARGO STATION.

TYPE – THE SIZE AND SCALE OF THE STATION.

USERS (PASSENGER STATION) – THE NUMBER OF PEOPLE USING THE STATION

CAPACITY (CARGO STATION) – THE AMOUNT OF MATERIALS STORED AT THE STATION.

BUILDING A STATION

SELECTING A “-NONE-” FROM THE STATION MENU ALLOWS YOU TO CONSTRUCT A NEW STATION. THIS PROCESS GOES THROUGH THE FOLLOWING STEPS.

1 – ENTER STATION NAME

ENTER A NAME FOR THE STATION.

2 – SELECT THE TYPE OF STATION

AN OVERVIEW OF STATIONS WILL BE DISPLAYED, SO SELECT THE ONE THAT YOU WISH TO BUILD. SEE P.13 FOR AN EXPLANATION OF THE TYPES OF STATION. SEEING AS WE WANT TO CREATE A PASSENGER TRACK HERE, SELECT A PASSENGER STATION. THE SIZE OF THE STATION EFFECTS THE NUMBER OF TRAINS THAT CAN STOP THERE.

3 – SELECT THE LOCATION OF THE STATION

SELECT THE LOCATION ON THE MAP WHERE YOU WISH TO BUILD THE STATION. AFTER SELECTING THE TYPE OF STATION, IT WILL APPEAR ON THE MAP FOR PLACEMENT. THE AMOUNT REQUIRED TO BUILD THE STATION WILL THEN BE DISPLAYED IN THE BOTTOM RIGHT OF THE SCREEN. USE THE DIRECTIONAL BUTTONS TO PLACE THE STATION WHERE YOU WISH TO BUILD IT, AND PRESS THE **X** BUTTON TO COMPLETE THE JOB. BEFORE PLACEMENT, YOU CAN USE THE **L1**, **L2**, **R1** AND **R2** BUTTONS TO ROTATE THE STATION THROUGH 90 DEGREES. THE STATION WILL TURN RED IN LOCATIONS WHERE IT CANNOT BE PLACED.

TRAINS



ONCE YOU HAVE LAID SOME TRACK AND GIVEN IT SOME STATIONS, YOU NEED ONLY PURCHASE SOME TRAINS AND GET THEM RUNNING AND YOUR BASIC SETUP WILL BE COMPLETE. THE FOLLOWING EXPLANATION WILL ALLOW YOU TO PURCHASE A PASSENGER TRAIN AND START IT RUNNING BETWEEN YOUR TWO STATIONS.

THE TRAIN MENU

SELECTING "TRAIN" FROM THE MENU WILL OPEN THE TRAIN MENU, WHICH HAS DETAILS OF ALL CURRENTLY REGISTERED TRAINS. FROM HERE YOU CAN PURCHASE NEW TRAINS OR ORGANISE THOSE YOU ALREADY HAVE.



NO TRAIN

THIS EMPTY SPACE MEANS THAT THERE IS NO REGISTERED TRAIN HERE. SELECTING IT AND PRESSING THE BUTTON ALLOWS YOU TO PURCHASE A NEW TRAIN (P.16).



UNPLACED TRAIN

THIS IS A TRAIN THAT HAS BEEN PURCHASED, BUT IS AS OF YET UNPLACED ON THE MAP. SELECTING AN UNPLACED TRAIN WILL DISPLAY THE TRAIN MODEL AND ITS DATA ON THE SCREEN. PRESSING THE BUTTON WILL TAKE YOU TO TRAIN ORGANISATION.

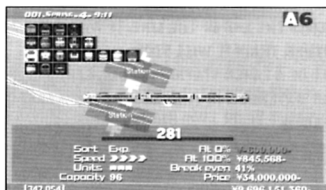


PLACED TRAIN

THIS IS A TRAIN THAT HAS BEEN PURCHASED AND PLACED ON THE MAP. SELECTING A PLACED TRAIN WILL BRING IT UP ON THE SCREEN, AND THE TRAIN DATA (P.16) WILL APPEAR IN THE BOTTOM RIGHT OF THE SCREEN. PRESSING THE BUTTON WILL TAKE YOU TO TRAIN ORGANISATION (P.23).

PURCHASING A TRAIN

TO PURCHASE A NEW TRAIN, SELECT AN EMPTY SPACE FROM THE TRAIN MENU. AN OVERVIEW OF THE TRAINS THAT CAN BE PURCHASED WILL THEN BE DISPLAYED, ALLOWING YOU TO SELECT THE TRAIN THAT YOU WISH TO BUY.



THE TRAIN DATA WILL BE DISPLAYED AT THE BOTTOM OF THE SCREEN.

TRAIN DATA

MODEL – THE TRAIN MODEL.

SORT – THE CLASS OF THE TRAIN – SUBURBAN, CARGO, ETC.

SPEED – THE MORE MARKS, THE FASTER THE TRAIN.

UNITS – THE NUMBER OF CARRIAGES THE TRAIN CAN HAVE.

CAPACITY (PASSENGER TRAIN) – THE NUMBER OF PEOPLE THE TRAIN CAN CARRY.

AT 0% – THE COST OF RUNNING THE TRAIN AT 0% CAPACITY.

AT 100% – THE COST OF RUNNING THE TRAIN AT 100% CAPACITY.

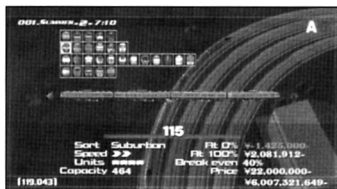
BREAK EVEN – THE % CAPACITY REQUIRED FOR THE TRAIN TO RUN AT A PROFIT.

MAX. CAPACITY (CARGO TRAIN) – THE AMOUNT OF MATERIALS THE TRAIN CAN CARRY.

PRICE – THE COST OF THE TRAIN.

PROFIT – THE PROFIT PER DAY.

* THE 0% CAPACITY, 100% CAPACITY AND BREAK EVEN CAPACITY FIGURES ARE STANDARD ESTIMATES. THEY WILL CHANGE DEPENDING ON HOW LONG THE TRAIN RUNS FOR, ETC.



AFTER PRESSING THE  BUTTON AND SELECTING THE TRAIN, USE THE UP AND DOWN DIRECTIONAL BUTTONS TO SELECT ITS COLOUR (NOT AVAILABLE FOR SOME TRAINS), AND THE LEFT AND RIGHT DIRECTIONAL BUTTONS TO ALTER THE NUMBER OF CARRIAGES. DEPENDING ON HOW YOU ORGANISE THE TRAIN, THE COST AND CAPACITY WILL CHANGE. ONCE YOU ARE SATISFIED, PRESS THE  BUTTON AGAIN. THIS WILL COMPLETE THE PURCHASE OF THE TRAIN, AND MOVE IT TO THE TRAIN MENU AS AN UNPLACED TRAIN.

TRAIN PLACEMENT

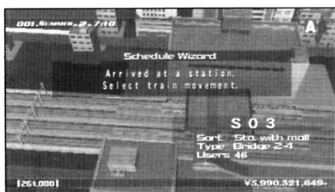
AFTER COMPLETING THE PURCHASE OF A TRAIN, IT WILL BE AUTOMATICALLY ADDED TO THE TRAIN MENU AS AN UNPLACED TRAIN. TO PLACE THIS TRAIN FOR THE FIRST TIME, HERE WE SHALL MAKE USE OF THE HIGHLY CONVENIENT "SCHEDULE WIZARD." FOR THE OTHER OPTIONS RELATING TO UNPLACED TRAINS, SEE P.26.

TRAIN MOVEMENTS

- WHEN A TRAIN REACHES THE END OF THE LINE, IT WILL TURN AROUND AND GO BACK.
- IF A TRAIN HITS ANOTHER TRAIN IT WILL STOP.
- WHEN THE TERMINAL OF A CARGO STATION IS FULL, CARGO CANNOT BE UNLOADED.
- WHEN THERE ARE NO MATERIALS IN THE TERMINAL OF A CARGO STATION, CARGO CANNOT BE LOADED.

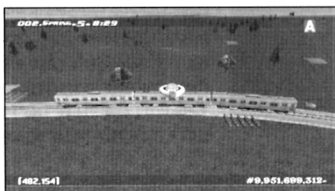
THE SCHEDULE WIZARD

THIS FUNCTION ALLOWS YOU TO PLACE A TRAIN AND CREATE ITS SCHEDULE AT THE SAME TIME. THE SCHEDULE IS CREATING BY FOLLOWING THE TRAIN AFTER IT IS PLACED, MAKING SCHEDULE CREATION EASY.



TRAIN PLACEMENT

AFTER SELECTING "AUTO SCHEDULE" FROM THE MENU, YOU MUST FIRST PLACE THE TRAIN ONTO THE MAP. THE POINTER WILL APPEAR, SO PLACE IT OVER THE TRACK ON WHICH YOU WANT TO PLACE THE TRAIN AND PRESS THE  BUTTON. AFTER PLACING THE TRAIN, DECIDE WHICH DIRECTION IT WILL TRAVEL IN. POINT THE ARROWS ON THE TRAIN IN THE DIRECTION THAT YOU WISH THE TRAIN TO START OUT IN.

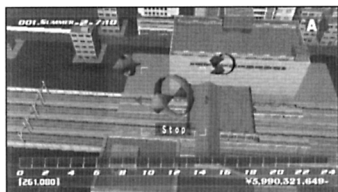


SCHEDULE CREATION

AFTER PLACEMENT IS FINISHED THE TIME BAR WILL APPEAR, AND THE TRAIN WILL BEGIN TO MOVE. AS THE TRAIN COMES TO STATIONS OR POINTS YOU SELECT WHAT IT WILL DO NEXT, AND THUS GRADUALLY CREATE ITS SCHEDULE.

THE STATION SCHEDULE

WHEN THE TRAIN REACHES A STATION, YOU MUST DECIDE WHAT IT WILL DO NEXT. THE CHOICES FOR A PASSENGER TRAIN AND CARGO TRAIN ARE SLIGHTLY DIFFERENT.



PASSENGER TRAIN

FOR A PASSENGER TRAIN, YOU MUST SELECT WHAT THE TRAIN WILL DO AT THAT STATION.

PASS – PASS THROUGH THE STATION WITHOUT STOPPING

STOP – AFTER STOPPING AT THE STATION, PROCEED FORWARD IN THE SAME DIRECTION.

TURN – AFTER STOPPING AT THE STATION, GO BACK THE WAY THE TRAIN JUST CAME.

WHEN STOPPING OR TURNING AROUND, YOU CAN ALSO SPECIFY THE DEPARTURE TIME OF THE TRAIN. USE THE DIRECTIONAL BUTTONS TO SELECT YOUR DESIRED DEPARTURE TIME.

CARGO TRAIN

CARGO TRAINS ALSO HAVE THE OPTION TO LOAD OR UNLOAD CARGO.

LOAD – LOAD MATERIALS AT A CARGO STATION TERMINAL ONTO THE TRAIN.

UNLOAD – UNLOAD MATERIALS FROM THE TRAIN INTO A CARGO STATION TERMINAL.

AFTER THE LOAD / UNLOAD SETTINGS, THE OPTIONS ARE THE SAME AS FOR A PASSENGER TRAIN.

THE POINTS SCHEDULE

IF THE TRAIN REACHES POINTS, YOU MUST SELECT WHICH DIRECTION IT WILL PROCEED IN.

COMPLETING THE SCHEDULE WIZARD

AFTER 24 HOURS PASS FROM THE START OF THE SCHEDULE WIZARD, YOU WILL BE ASKED IF YOU ARE SATISFIED WITH THE SCHEDULE CREATED, AND IF YOU WISH TO END THE PROCESS. IF YOU ARE NOT SATISFIED, THEN YOU CAN CONTINUE TO ALTER THE SCHEDULE. PRESS THE  BUTTON TO EXIT THE SCHEDULE WIZARD AT ANY TIME.

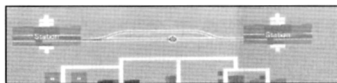
FOR OUR TWO NEW PASSENGER TRAINS, WE SHALL SET ONE TO LEAVE AT 8:00 FROM THE RIGHT STATION, AND THE OTHER TO LEAVE AT 20:00 FROM THE LEFT STATION. NOW THE LAYING OF A BASIC PASSENGER SERVICE IS COMPLETE.

LET'S MAKE A TOWN! (INTERMEDIATE)

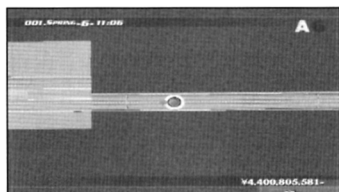
IN THIS SECTION, WE WILL SET UP A SET OF CARGO TRACKS RUNNING ALONGSIDE THE PASSENGER SERVICE LAID IN THE PREVIOUS SECTION. YOU WILL ALSO LEARN ABOUT HOW TO USE POINTS AND ELEVATED TRACKS TO CREATE A MORE EFFECTIVE RAILWAY SYSTEM.

POINTS

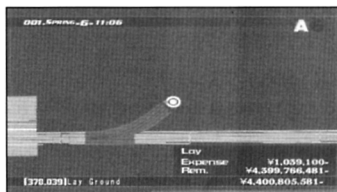
BECAUSE THE PREVIOUSLY CREATED TRACK IS ONLY A SINGLE LINE, IT CAN ONLY HAVE ONE TRAIN RUNNING ON IT AT ONCE. EMPLOYING POINTS, IT IS POSSIBLE TO MAKE THIS INTO A DUEL TRACK AND ALLOW TWO TRAINS TO RUN BETWEEN THE STATIONS AT ONCE.



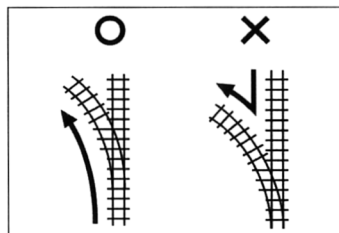
IN ORDER TO CREATE POINTS, PLACE THE POINTER OVER A STRAIGHT PIECE OF ALREADY LAID (OR TEMPORARY) TRACK AND BEGIN TO LAY MORE IN THE DESIRED DIRECTION. THE POINT AT WHICH YOU STARTED LAYING WILL BECOME THE POINTS. YOU CANNOT MAKE POINTS THAT BRANCH INTO THREE OR POINTS ON A RIGHT ANGLE.



SELECT A STARTING POINT ON A STRAIGHT PIECE OF TRACK.



MOVE THE POINTER AWAY DIAGONALLY FROM THE STARTING TRACK, AND POINTS WILL BE CREATED.



THIS DIAGRAM SHOWS HOW A TRAIN CAN MOVE WHEN IT COMES TO A POINT.

POINTS SCHEDULE

MOVING THE POINTER OVER THE POINTS AND PRESSING THE  BUTTON WILL OPEN THE SCHEDULE SETTINGS. USE THE FOLLOWING PROCEDURE TO SET THE SCHEDULE OF THE POINTS. YOU CAN ALSO CARRY THIS OUT BY SELECTING "POINTS" FROM THE MAIN MENU.

1 - DIRECTION

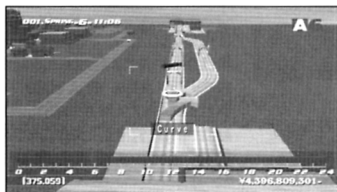
FIRST, SELECT THE DIRECTION IN WHICH THE TRAIN WILL PROCEED. ARROWS WILL APPEAR SHOWING THE POSSIBLE DIRECTIONS FROM THE POINTS, SO SELECT THE ONE IN WHICH YOU WISH THE TRAIN TO PROCEED.



STRAIGHT - PROCEED STRAIGHT FORWARD



CURVE - TURN OFF AT THE POINTS



2 - TIME AND LENGTH OF POINTS CHANGE

YOU MUST NOW SELECT FROM WHAT TIME, AND FOR HOW LONG, YOU WISH THE POINTS TO BE SET IN THIS DIRECTION. THE TIME BAR WILL APPEAR, SO USE THE LEFT AND RIGHT DIRECTIONAL BUTTONS TO SELECT THE START AND END TIMES.

FORWARD TIME PERIOD

THE TIME DURING WHICH THE POINTS ARE SET TO SEND THE TRAIN STRAIGHT FORWARD.

CURRENTLY SELECTED TIME PERIOD

IF YOU NOW SELECT AN END TIME, THE SCHEDULE WILL BE UPDATED



REROUTE TIME PERIOD

THE TIME DURING WHICH THE POINTS ARE SET TO REROUTE THE TRAIN.

UNDER THE ABOVE SETUP, ANY TRAINS COMING TO THE POINTS BETWEEN 10:00 AND 14:00 WILL TAKE THE TURNOFF, AND AT ANY OTHER TIME TRAVEL STRAIGHT FORWARD.

FOR THE TWO SETS OF POINTS IN OUR EXAMPLE, SETTING THE RIGHT SIDE TO BE SWITCHED ALL DAY (FROM 0:00 TO 23:59) WILL THEN ALWAYS SEND A TRAIN HEADING LEFT ONTO THE NEW PIECE OF TRACK. THIS MEANS THAT EVEN WITH TWO TRAINS RUNNING AT ONCE, ONE HEADING LEFT AND ONE HEADING RIGHT WILL NEVER COLLIDE. THIS CONCLUDES THE SETTING OF A POINTS SCHEDULE. BE SURE THAT THE SCHEDULE OF ANY GIVEN SET OF POINTS ACCOMMODATES EVERY TRAIN THAT PASSES THROUGH IT.

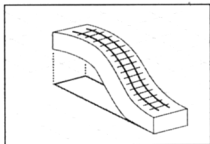
ELEVATED TRACK

BY ELEVATING TRACK YOU CAN RUN IT ABOVE OR ACROSS TRACK THAT IS LAID ON THE GROUND. TAKE A LOOK AT CREATING A NEW ELEVATED PASSENGER LINE, STARTING FROM ONE OF THE ALREADY PLACED GROUND STATIONS.



INCLINED

INCLINED TRACK CONNECTS GROUND AND ELEVATED TRACK TOGETHER. SELECTING "INCLINED" FROM THE MENU WILL MAKE A PIECE OF INCLINED TRACK APPEAR ON THE MAP, COLOURED YELLOW. USE THE DIRECTIONAL BUTTONS TO MOVE IT WHERE YOU WISH IT TO BE PLACED, AND PRESS THE **X** BUTTON TO LAY IT THERE. YOU CAN USE THE **L1**, **L2**, **R1** AND **R2** BUTTONS TO ROTATE THE TRACK THROUGH 90 DEGREES.

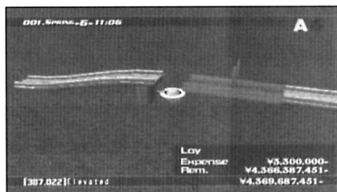


INCLINED TRACK CAN ONLY BE LAID IN PARALLEL TO THE MESH. THEREFORE, THE CONNECTING GROUND AND ELEVATED TRACKS MUST ALSO BE RUNNING PARALLEL TO THE MESH WHEN THEY CONNECT WITH THE INCLINE.



ELEVATED TRACK

TO LAY ELEVATED TRACK, SELECT "ELEVATED" FROM THE MENU. THE LAYING PROCESS IS THE SAME AS FOR GROUND TRACK.



CONNECT THE PREVIOUSLY LAID INCLINE WITH ELEVATED TRACK.

* IT IS NOT POSSIBLE TO ALTER THE HEIGHT AT WHICH ELEVATED TRACK IS PLACED. THEREFORE, IT IS NOT POSSIBLE TO HAVE MULTIPLE ELEVATED TRACKS CROSSING OR RUNNING ON TOP OF EACH OTHER.

STATION ORGANISATION

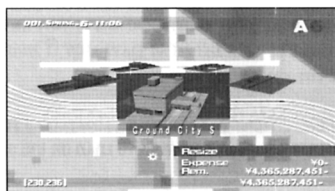
MOVING THE POINTER OVER A STATION AND PRESSING THE  BUTTON WILL OPEN THE STATION ORGANISATION SCREEN FOR THAT STATION. HERE YOU CAN ALTER THE SIZE OF THE STATION AND ITS SCHEDULE, OR REMOVE IT FROM THE MAP.



RESIZE STATION

INCREASE OR DECREASE THE SIZE OF THE SELECTED STATION. SELECTING 'RESIZE STA.' WILL BRING UP AN OVERVIEW OF THE STATIONS THAT YOU CAN CHOOSE FROM.

HOWEVER, YOU CANNOT ALTER THE TYPE OF STATION IN THIS MANNER. IF YOU WISH, FOR EXAMPLE, TO CHANGE A GROUND STATION INTO AN ELEVATED ONE, YOU MUST REMOVE THE STATION ALTOGETHER AND THEN REPLACE IT WITH THE OTHER TYPE.



SCHEDULE

ALTER THE SCHEDULE SETTINGS FOR EACH TRAIN THAT COMES TO THE STATION. SEE P.23 FOR MORE DETAILS ON HOW TO HANDLE SCHEDULING.



REMOVE STATION

SELECTING 'REMOVE STA.' WILL REMOVE THE SELECTED STATION FROM THE MAP. NOTE THAT YOU CANNOT REMOVE A STATION THAT CURRENTLY HAS A TRAIN INSIDE.

TRAIN ORGANISATION

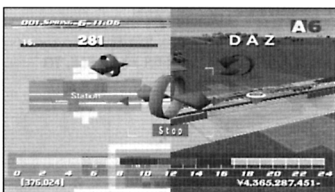
PLACED TRAINS MENU

THE ORGANISATION OF OPERATING TRAINS IS ALSO CARRIED OUT BY SELECTING THEM WITH THE POINTER AND PRESSING THE  BUTTON. FOR A TRAIN IN OPERATION, YOU CAN CHANGE ITS SCHEDULE SETTINGS OR REMOVE IT.



SCHEDULE

CHANGE THE SCHEDULE SETTINGS FOR THE SELECTED TRAIN.



SELECT STATION

YOU CAN SELECT THE STATION WITH THE SCHEDULE THAT YOU WISH TO CHANGE FROM THE OVERVIEW OR FROM THE MAP, WHICH WILL THEN BRING UP THE SCHEDULE SCREEN FOR THAT STATION.

ENTERING THE SCHEDULE TAKES THE FOLLOWING STEPS.

1 - LOAD OR UNLOAD MATERIALS (CARGO TRAIN ONLY)

FOR A CARGO TRAIN, YOU MUST FIRST DECIDE IF YOU WISH TO LOAD OR UNLOAD MATERIALS WHEN STOPPING AT THAT STATION.



LOAD - LOAD MATERIALS FROM THE TERMINAL OF A CARGO STATION.



UNLOAD - UNLOAD MATERIALS FROM THE TRAIN INTO THE TERMINAL OF A CARGO STATION. * A CARGO TRAIN CANNOT LOAD AND UNLOAD MATERIALS AT THE SAME STATION.

2 - TRAIN MOVEMENT

SELECT THE MOVEMENT SETTINGS AT THAT STATION. THERE ARE THREE CHOICES.



PASS - PASS THROUGH THE STATION WITHOUT STOPPING.



STOP - STOP AT THE STATION, AND THEN PROCEED FORWARD.



TURN - AFTER STOPPING AT THE STATION, TURN BACK THE WAY THE TRAIN CAME.

3 - SET THE START AND END TIMES OF TASKS

NOW SELECT THE TIMES DURING WHICH THE ACTIONS SELECTED IN 1 AND 2 WILL OCCUR. WHERE A LENGTH OF TIME IS REQUIRED, USE THE TIME BAR TO SELECT IT.

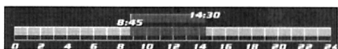


FIRST USE THE DIRECTIONAL BUTTONS TO SELECT THE START TIME.



THEN SELECT THE END TIME. THE MEANING OF THIS END TIME IS DIFFERENT DEPENDING UPON WHICH OPTION YOU SELECTED IN 2. FOR "PASS," IF THE TRAIN REACHES THE STATION DURING THE SELECTED TIME PERIOD THEN IT WILL PASS THROUGH WITHOUT STOPPING.

FOR "STOP" AND "TURN," THE END TIME IS THE DEPARTURE TIME. IF THE TRAIN ARRIVES AT THE STATION DURING THE SELECTED TIME PERIOD, IT WILL WAIT UNTIL THE SELECTED END TIME AND THEN DEPART.



SO FOR "STOP" OR "TURN," THE END TIME = THE DEPARTURE TIME.

FOR EXAMPLE, THE FOLLOWING TIME BAR WILL CAUSE THE TRAIN TO ACT IN THE FOLLOWING WAYS.

STOP

IF THE TRAIN ARRIVES
BETWEEN 10:00 AND 11:59
IT WILL DEPART AT 12:00.

TURN

IF THE TRAIN ARRIVES BETWEEN
14:00 AND 14:59 THEN IT WILL
TURN BACK AT 15:00.



STOP

IF THE TRAIN ARRIVES
BETWEEN 12:00 AND 13:59
IT WILL DEPART AT 14:00.

PASS

IF THE TRAIN ARRIVES
BETWEEN 00:00 AND 09:59
THEN IT WILL PASS THROUGH.

PASS

IF THE TRAIN ARRIVES
BETWEEN 15:00 AND 23:59
THEN IT WILL PASS BACK.

SETTING SCHEDULE THROUGH THE NIGHT

IF YOU WISH TO SET A TRAIN ARRIVING BETWEEN 23:00 AND 05:59 TO DEPART AT 06:00, SETTING THE START TIME AS 23:00 AND THE END TIME AS 6:00 WILL CARRY THE COMMAND ACROSS THE SCHEDULE, THROUGH THE NIGHT.

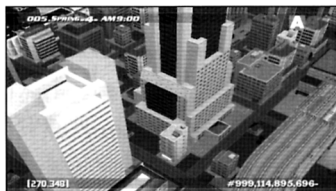


BY SETTING THE END TIME EARLIER THAN THE START TIME, YOU CAN CREATE A SCHEDULE THAT WILL OPERATE THROUGH THE NIGHT.



RETIRE TRAIN

REMOVE THE SELECTED TRAIN. THE REMOVED TRAIN WILL BE MOVED TO UNPLACED STATUS.



UNPLACED TRAIN MENU



PLACE TRAIN

PLACE THE SELECTED TRAIN ON THE MAP. THE POINTER WILL APPEAR, SO SELECT THE TRACK ON WHICH YOU WISH THE TRAIN TO RUN AND PRESS THE  BUTTON. AFTER PLACING THE TRAIN, DECIDE THE DIRECTION IN WHICH YOU WISH IT TO START RUNNING IN. POINT THE ARROWS IN THE DIRECTION YOU WISH IT TO RUN AND CONFIRM YOUR SELECTION.



UNIT

CHANGE THE NUMBER OF UNITS COMPRISING THE SELECT TRAIN. USE THE DIRECTIONAL BUTTONS TO CHANGE THE NUMBER OF CARRIAGES TO THE DESIRED NUMBER. CHANGING THE NUMBER OF CARRIAGES WILL CHANGE THE CAPACITY (PASSENGERS FOR PASSENGER TRAINS AND CARGO FOR CARGO TRAINS), AND THE RUNNING COSTS. IT ALSO COSTS MONEY TO ALTER THE NUMBER OF CARRIAGES.



SELL TRAIN

SELL THE SELECTED TRAIN.



SCHEDULE WIZARD

PLACE THE TRAIN AND THEN CREATE ITS SCHEDULE IMMEDIATELY USING THE AUTO SCHEDULE, (P.17).

LET'S MAKE A TOWN! (ADVANCED)

FINALLY, LEARN ABOUT HOW THE RAILWAY NETWORK WILL INCREASE DEVELOPMENT OF THE TOWN, AND SEE SOME EXAMPLES OF HOW ATTRACTING INDUSTRY WILL ALSO SPEED UP DEVELOPMENT.

TOWN DEVELOPMENT (WITH TWO CONNECTED STATIONS)

WE WILL USE OUR EXAMPLE OF A RAILWAY NETWORK CONSISTING OF TWO STATIONS CONNECTED BY A PASSENGER LINE TO SHOW HOW A TOWN DEVELOPS. WITH THE ESTABLISHMENT OF A RAILWAY NETWORK, PEOPLE SHOULD START TO MOVE IN, AND NEW BUILDINGS SHOULD START TO APPEAR AROUND THE RAILWAY STATIONS.

HERE, THE RAILWAY NETWORK HAS JUST BEEN ESTABLISHED. THOUGH THERE IS NOTHING AROUND THE STATION YET, WITH THE RUNNING OF THE PASSENGER LINE PEOPLE SHOULD START TO MOVE INTO THE AREA.



TIME PASSES, AND THE PEOPLE MOVING INTO THE AREA BEGIN TO BUILD HOUSES. RICE PADDIES ARE STARTING TO APPEAR AROUND THE STATION, AND SO YOU CAN SEE THAT THE PEOPLE ARE STARTING TO MAKE A LIVING THROUGH AGRICULTURE.



AS THE POPULATION CONTINUES TO INCREASE, YOU START TO SEE CONVENIENCE AND OTHER STORES APPEARING, MEANING THAT COMMERCIAL DEVELOPMENT IS ALSO STARTING TO TAKE OFF.



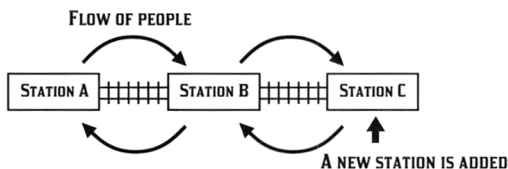
THE HOUSES HAVE INCREASED IN NUMBER, INCREASING THE POPULATION, BUT AT THE COST OF SPACE FOR AGRICULTURE. NO FURTHER SIGNIFICANT DEVELOPMENT IS SEEN.



THIS EXAMPLE SHOWS THAT YOU CANNOT EXPECT TOO MUCH DEVELOPMENT FROM A SIMPLE LINKING OF TWO STATIONS.

HOW TO IMPROVE DEVELOPMENT

AS SHOWN IN THE EXAMPLE ON P.27, THERE IS A LIMIT TO THE DEVELOPMENT POSSIBLE UNDER A SIMPLE RAILWAY NETWORK, AND EVENTUALLY DEVELOPMENT WILL GRIND TO A HALT ALTOGETHER. SO, HOW TO CONTINUALLY KEEP DEVELOPMENT ON THE RISE? JUST AS IN THE REAL WORLD, THE DEVELOPMENT OF A TOWN DEPENDS UPON THE RELATIONSHIP BETWEEN ITS STATIONS. FOR EXAMPLE, LOOK WHAT HAPPENS WHEN ANOTHER TRACK IS ADDED TO THE PREVIOUS SET UP.



IN THIS WAY, THE STATION IN THE MIDDLE WILL BEGIN TO RECEIVE PEOPLE FROM BOTH STATION A AND STATION C, MAKING DEVELOPMENT IN ITS SURROUNDING AREAS EASIER. THEN, THE INCREASED DEVELOPMENT HERE WILL ALSO EFFECT THE OTHER TWO STATIONS, AND THEIR DEVELOPMENT WILL INCREASE.



THIS INTERRELATION BETWEEN STATIONS IS THE KEY TO INCREASING AND SUSTAINING TOWN DEVELOPMENT. SEE P.30 FOR FURTHER EXAMPLES OF HOW HIS DEVELOPMENT WORKS.

ATTRACTING

ALONG WITH THE INTERACTING EFFECT OF STATIONS UPON EACH OTHER, YOU CAN ALSO ATTRACT BUSINESS INTO THE REGION TO PROMOTE DEVELOPMENT.



BUY LAND

YOU CAN BUY LAND ON THE MAP FOR YOUR COMPANY. TO PURCHASE PROPERTY IN THIS WAY, SELECT "BUY LAND" FROM THE MENU. THEN POINTER WILL THEN APPEAR ON THE MAP, SO MOVE IT TO THE DESIRED LOCATION AND PRESS THE **X** BUTTON. MOVING THE POINTER WILL NOW EXPAND THE SIZE OF THE AREA THAT YOU WISH TO PURCHASE. SELECT YOUR DESIRED SIZE AND THEN PRESS THE **X** BUTTON AGAIN TO COMPLETE THE PURCHASE.



MOVE THE POINTER TO SELECT THE SIZE OF AREA YOU WISH TO PURCHASE.



ATTRACT (SELL PROPERTY)

WHEN YOU WISH TO SELL YOUR PROPERTY, YOU CAN PUT IT ON THE MARKET WITH VARIOUS CONDITIONS ATTACHED. THIS IS KNOWN AS "ATTRACTING." SELECT "ATTRACT" FROM THE MAIN MENU AND THEN, IN THE SAME WAY AS WITH PURCHASING, SELECT THE AREA YOU WISH TO SELL. THEN, SELECT A CONDITION FOR THE SALE FROM THOSE BELOW.

FARMING – ATTRACT AGRICULTURE, SUCH AS RICE PADDIES AND FIELDS.

INDUSTRY – ATTRACT FACTORIES AND WAREHOUSES.

HOUSES – ATTRACT HOUSING, APARTMENTS AND OTHER PLACES FOR PEOPLE TO LIVE.

COMMERCIAL – ATTRACT COMMERCIAL ENTERPRISES, SUCH AS SUPERMARKETS OR DEPARTMENT STORES.

TOURISM – ATTRACT SITES FOR TOURISM, STADIUMS AND THE LIKE.

NO CONDITION – SELL THE LAND WITHOUT ANY SPECIFIC CONDITIONS.

WHILST A BUILDING MOST FITTING THE CONDITIONS SHOULD BE BUILT IN THE AREA TO WHICH YOU ARE TRYING TO ATTRACT, SOMETIMES A BUILDING OTHER THAN THE REQUESTED TYPE MAY BE CONSTRUCTED. ALSO, IF THE RAIL NETWORK, SCHEDULE AND SURROUNDING CONDITIONS ARE NOT ALL IN ORDER THEN NOTHING WILL BE BUILT.

* EVEN AFTER SELECTING ATTRACT (SELL), UNTIL THE PROPERTY IS SOLD (UNTIL IT STARTS BEING USED) YOU WILL NOT RECEIVE ANY MONEY FOR IT.

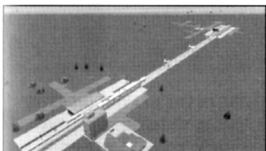
* BY SELECTING LAND THAT YOU DO NOT OWN TO ATTRACT TO, YOU CAN BUY IT AND THEN PUT IT ON THE MARKET AT THE SAME TIME.

USING ATTRACT

USING A COMBINATION OF EFFECTIVE INTER-STATION RELATIONS AND THE ATTRACT FUNCTION, THE TOWN CAN DEVELOP ON A MASSIVE SCALE. MOREOVER, THE MULTITUDE OF DIFFERENT COMBINATIONS OF THESE FACTORS WILL DEVELOP THE TOWN IN MANY DIFFERENT WAYS. NOW LOOK AT THE FOLLOWING EXAMPLES OF RAILWAY NETWORKS AND THE WAY IN WHICH ATTRACTING CAN GREATLY AID DEVELOPMENT.

EXAMPLE 1

ATTRACTING AN INDUSTRIAL AREA



1 – FIRST, A PASSENGER LINE IS SET UP, RUNNING ABOUT 30 MINUTES ONE WAY, BETWEEN REGIONS A AND B. A STATION IS PLACED AT EACH END AND PASSENGER TRAINS PUT INTO SERVICE.



2 – A LITTLE TIME PASSES, AND WITH THE MOVEMENT OF THE TRAINS HOUSES AND FIELDS HAVE STARTED TO DEVELOP AROUND THE TWO STATIONS.



3 – DEVELOPMENT REACHES THE PEAK FOR THIS SET UP, AND BEGINS TO LEVEL OFF.



4 – NOW AT ONE END OF THE RAILWAY, IN REGION A, INDUSTRY IS ATTRACTED. THE AIM IS TO MAKE THIS INTO A LARGE INDUSTRIAL AREA.



5 – RESPONDING TO THE ATTRACTION OF INDUSTRY, FACTORIES START TO APPEAR.



6 - DUE TO HOUSES AND OTHER OBSTRUCTIONS, FURTHER INDUSTRIAL DEVELOPMENT IS AGAIN HALTED.



7 - IN ORDER TO CREATE HOUSING FOR THE PEOPLE WORKING IN THE INDUSTRIAL AREA, AT THE OTHER END OF THE RAILWAY, IN REGION B, WE START TO ATTRACT HOUSING. ALSO, IN ORDER TO ALLOW THE TRANSPORT OF MATERIALS PRODUCED IN THE INDUSTRIAL AREA, A CARGO LINE IS SET UP BETWEEN A AND B.



8 - THIS COMPLETE, THE PEOPLE LIVING IN THE HEAVILY INDUSTRIALISED REGION A BEGIN TO MOVE TO THE NEW HOUSING IN REGION B, INCREASING THE INDUSTRIAL DEVELOPMENT POSSIBLE IN REGION A AND TURNING IT INTO A FULL, LARGE SCALE INDUSTRIAL AREA.

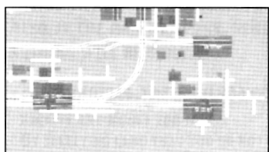
EXAMPLE 2

DEVELOPING A LARGE SCALE COMMERCIAL AREA

FOLLOWING ON FROM EXAMPLE 1, WE NOW WANT TO CREATE A LARGE COMMERCIAL AREA. FOR THIS, THE RELATIONSHIP BETWEEN AND CAREFUL CONNECTION OF NUMEROUS STATIONS IS IMPORTANT.



1 - FOLLOWING ON FROM THE RESIDENTIAL AND INDUSTRIAL AREAS FROM EXAMPLE ONE, A NEW STATION IS CREATED IN REGION C, CONNECTED VIA A PASSENGER LINE.



2 - REGION C IS THEN FURTHER CONNECTED TO REGION D AND E VIA CARGO AND PASSENGER LINES.



3 - IN REGION C, COMMERCE IS ATTRACTED DIRECTLY AROUND THE STATION.



4 - IN ORDER TO INCREASE THE POPULATION, HOUSING IS ATTRACTED IN REGIONS D AND E.



5 - WITH THE CREATION OF RESIDENTIAL AREAS IN REGIONS D AND E, THE POPULATION RISES RAPIDLY.



6 - IN ORDER TO MOVE MATERIALS TO REGION C, A CARGO LINE IS SET UP FROM REGION A.



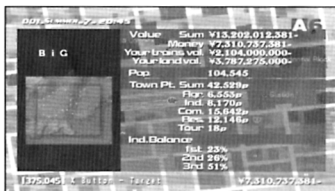
7 - NOW, FROM THE EFFECTS OF THE SURROUNDING AREAS AND THE SUPPLY OF MATERIALS, REGION C HAS STARTED TO DEVELOP INTO A LARGE COMMERCIAL AREA.

INFORMATION



INFORMATION

USING THE CITY INFO COMMAND, YOU CAN VIEW THE CURRENT STATUS OF THE TOWN AND YOUR COMPANY.



RAILWAY COMPANY INFORMATION

VALUE

THE TOTAL VALUE OF THE COMPANY.

MONEY

THE CURRENT FUNDS AVAILABLE TO YOU.

YOUR TRAINS VAL.

VALUE OF ALL THE TRAINS YOU HAVE.

YOUR LAND VAL.

VALUE OF ALL THE LAND YOU HAVE.

MAP INFORMATION

POP.

THE TOTAL POPULATION LIVING ON THE MAP.

TOWN PT.

A POINTS BASED REPRESENTATION OF HOW FARMING, INDUSTRY, COMMERCE, HOUSING AND TOURISM ARE DEVELOPING ON THE MAP. THE MORE THEY DEVELOP, THE HIGHER THESE FIGURES WILL GO.

IND. BALANCE

TAKING THE TOTAL EVALUATION POINTS AS 100%, EACH SEPARATE INDUSTRY IS HERE REPRESENTED IN A GRAPH, AS A PERCENTAGE.

SAVE



SELECTING "SAVE" FROM THE MAIN MENU ALLOWS YOU TO SAVE YOUR PROGRESS.

SAVE

SAVE THE DATA CURRENTLY IN PLAY TO A MEMORY CARD (8MB) (FOR PLAYSTATION®2). A MEMORY CARD (8MB) (FOR PLAYSTATION®2) WITH AT LEAST 6000KB OF FREE SPACE IS REQUIRED IN ORDER TO SAVE THE GAME.

* A MEMORY CARD (8MB) (FOR PLAYSTATION®2) MUST BE INSERTED IN MEMORY CARD SLOT 1 IN ORDER TO SAVE THE GAME.

* DO NOT PULL OUT THE MEMORY CARD (8MB) (FOR PLAYSTATION®2) DURING SAVING.



OPTIONS

ALTER VARIOUS GAME OPTIONS.

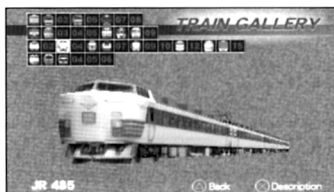
TV	A TRAIN 6 SUPPORTS WIDESCREEN TVs. WHEN PLAYING ON A WIDESCREEN TV, CHANGE THIS SETTING TO "WIDE".
HIGH	TOGGLE THE HIGH PICTURE QUALITY MODE ON/OFF.
BGM	ALTER THE VOLUME OF THE BACK GROUND MUSIC.
SE	ALTER THE VOLUME OF THE SOUND EFFECTS.
VIB.	TURN THE VIBRATION FUNCTION OF THE ANALOG CONTROLLER (DUALSHOCK®2) ON OR OFF.
EXIT	LEAVE THE OPTIONS SCREEN.

END

END THE GAME AND RETURN TO THE TITLE SCREEN.

TRAIN GALLERY

SELECTING THE TRAIN GALLERY FROM THE TITLE SCREEN WILL ALLOW YOU TO VIEW DETAILED INFORMATION ON EACH OF THE TRAINS IN THE GAME, ACCOMPANIED BY A PHOTO.



Midas Interactive Entertainment Ltd Credits:

Production: Alasdair Evans

Production: Daren Morgan

Art Direction: Mark Gierszewski

Development and Product Acquisitions Manager: Steve Morgan

QA Testing: Khaled Lababedi

Q & A

Q - THOUGH I WANT TO LAY TRACK, THE PIECES ARE ALWAYS DISPLAYED IN RED AND I CANNOT PLACE THEM WHERE I WANT.

A - THERE ARE NUMEROUS REASONS WHY YOU MAY BE UNABLE TO LAY TRACK, AS OUTLINED BELOW.

[DIFFERENCE IN HEIGHT IS TOO GREAT]

RAILWAY TRACKS HAVE A HARD TIME CROSSING UNEVEN LAND. YOU SHOULD TRY AS MUCH AS POSSIBLE TO LAY TRACK AROUND, RATHER THAN THROUGH, SUCH AREAS.

HOWEVER, TRACK THAT RUNS PARALLEL TO THE MESH CAN TOLERATE A SLIGHT HEIGHT DIFFERENCE.

[TRYING TO CROSS A ROAD DIAGONALLY]

WHEN CROSSING A ROAD, TRACKS MUST BE LAID STRAIGHT ACROSS, RATHER THAN AT AN ANGLE.

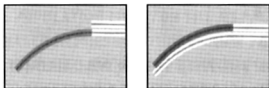
KEEP IN MIND THAT YOU CANNOT MAKE DIAGONAL OR CURVING TRACKS CROSS A ROAD.

[TOO MUCH TEMPORARY TRACK]

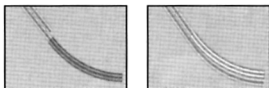
IF YOU HAVE LAID TOO MUCH TEMPORARY TRACK THEN YOU WILL NOT BE ABLE TO LAY ANYMORE. UNDER THESE CIRCUMSTANCES, YOU SHOULD MAKE WHAT YOU HAVE LAID SO FAR PERMANENT AND THEN YOU WILL BE ABLE TO LAY MORE TEMPORARY TRACK.

Q - I WANT TO MAKE NUMEROUS TRACKS, RUNNING ALONGSIDE EACH OTHER, CURVE SMOOTHLY.

A - IN ORDER TO MAKE PARALLEL TRACKS CURVE SMOOTHLY, FOLLOW THESE SIMPLE DIRECTIONS.



FOR TWO TRACKS RUNNING PARALLEL TO THE MESH, LINE UP THE ENDS OF THE TWO TRACKS AND THEN CURVE EACH OF THEM AWAY ONE AFTER THE OTHER.



FOR TWO TRACKS RUNNING DIAGONALLY ACROSS THE MESH, MAKE THE LINE THAT YOU WANT TO RUN ON THE OUTSIDE ONE MESH SQUARE LONGER THAN THE OTHER, AND THEN CURVE EACH OF THEM AWAY ONE AFTER THE OTHER.

Q - MY COMPANY GOES BANKRUPT TOO QUICKLY!

A - THE MAIN SOURCE OF INCOME IN A TRAIN 6 COMES FROM THE RUNNING OF TRAINS, BUT THIS CAN ALSO BE A BURDEN EARLY ON. RUNNING A LOT OF TRAINS WHEN THE TOWN IS HARDLY DEVELOPED CAN QUICKLY LEAD TO BIG LOSSES, SO AT LEAST AT THE BEGINNING KEEPING SOME MONEY IN RESERVE IS MORE IMPORTANT THAN HAVING A LOT OF TRAINS RUNNING.

Customer Services Numbers

• **Australia** _____ **1300 365 911** _____
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Österreich** _____ **0820 500 535** _____
0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Belgique/België/Belgien** _____ **011 516 406** _____
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Danmark** _____ **33 26 68 00** _____
Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• **Suomi** _____ **0600-411911** _____
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• **France** _____ **0820 31 32 33** _____
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Deutschland** _____ **01805 766 977** _____
0.12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Ελλάδα** _____ **(00 321) 0678 2000** _____
Εθνική Χρέωση. Παρακαλείσθε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• **Ireland** _____ **0818 365065** _____
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Israel** _____ **09 971170** _____
Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Italia** _____ **848 82 83 84** _____
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• **Malta** _____ **21 344700** _____
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Nederland** _____ **0495 574 817** _____
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• **New Zealand** _____ **09 415 2447** _____
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Norge** _____ **820 75 050** _____
Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• **Portugal** _____ **707 23 23 10** _____
Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.

• **España** _____ **902 102 102** _____
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• **Sverige** _____ **08 587 822 40** _____
Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• **Suisse/Schweiz/Svizzera** _____ **0848 84 00 85** _____
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **UK** _____ **08705 99 88 77** _____
National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.



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